PlayStation

NTSC U/C

PlayStation™

EVERYONE

CONTENT RATED BY ESRB

SLUS-00275
787005

theme HOSPITAL™

Balancing the books and the bedpans

BULLFROG PRODUCTIONS LTD™

An Electronic Arts™ Company

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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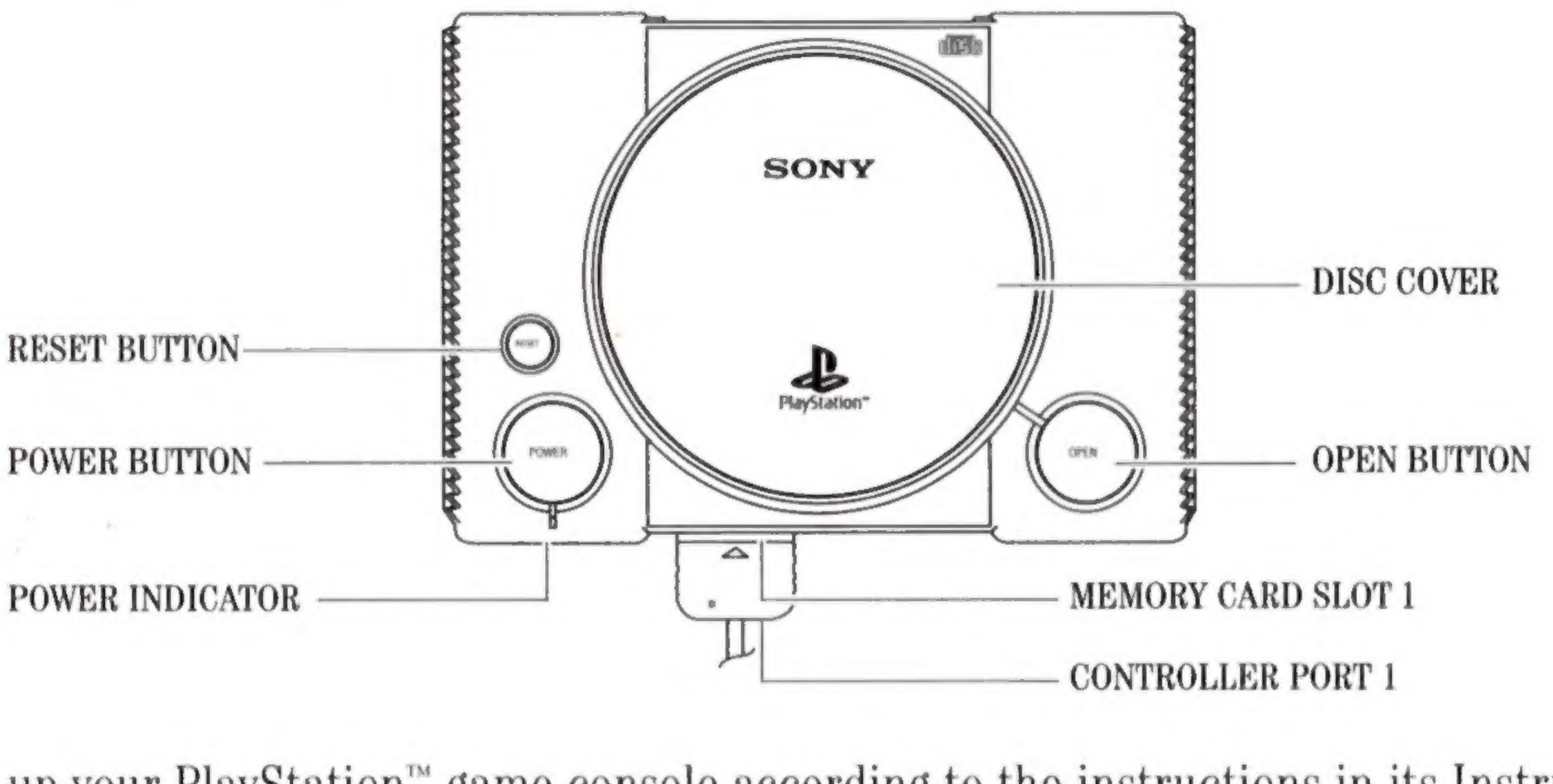
✔ **FOR MORE INFO** about this and other titles, check out Electronic Arts™ and Bullfrog™ on the web at **www.ea.com**.

Starting the Game

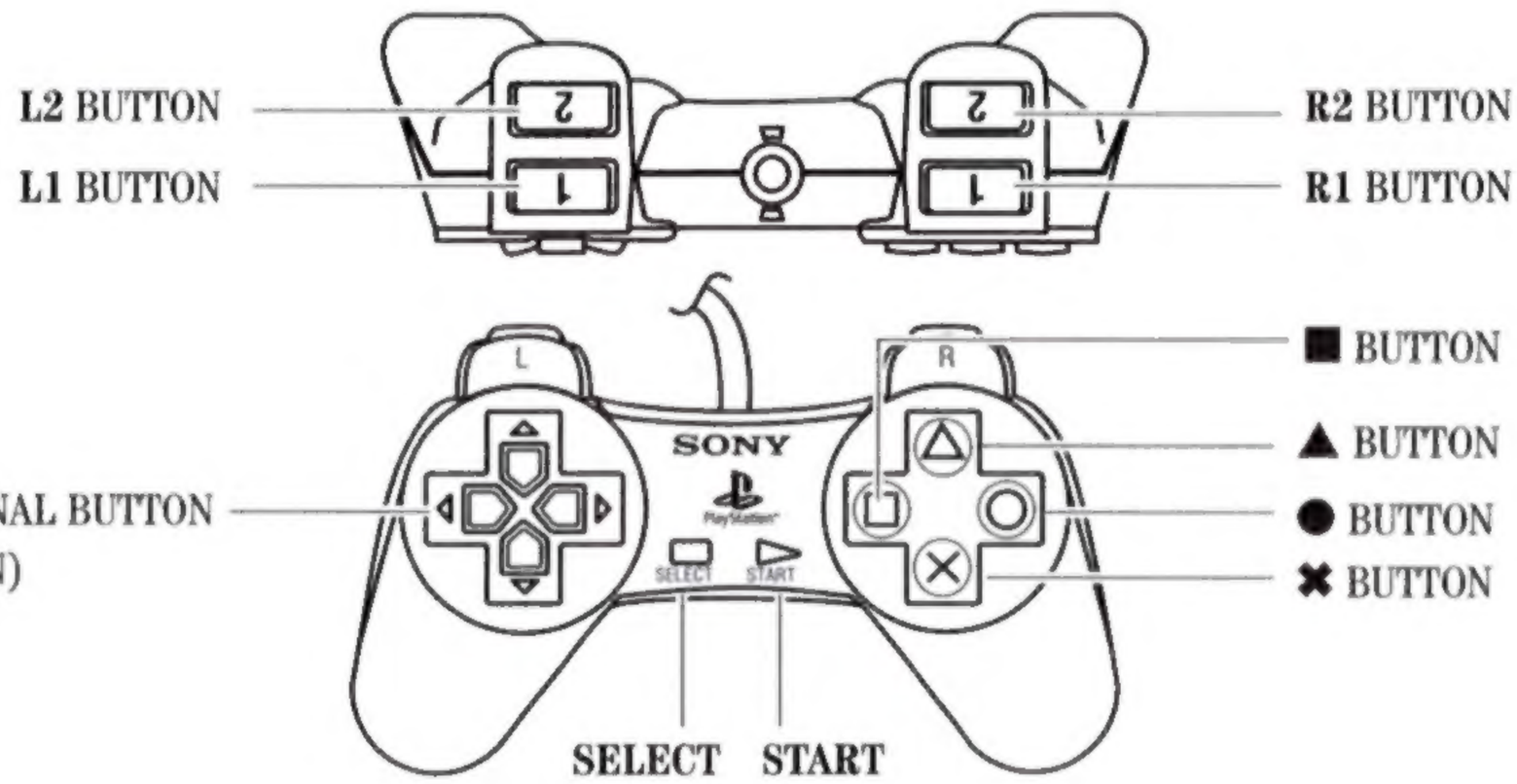


1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Theme Hospital*™ disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.
4. To advance through the introductory screens and video, press **START** or ✖ at each screen. The Nickname screen appears.
5. Enter a nickname (or accept the default nickname of 'HORZA'), then select END to continue. The Main menu appears (see p. 4).

   ✔ **NOTE:** Make sure there are enough free blocks (two blocks are required for each saved game) on your Memory Card before commencing play. Your Memory Card must be in Slot 1.

✔ **NOTE:** If you are using an unformatted Memory Card, you need to format it before you can save any games. *Theme Hospital* formats a Memory Card when you attempt to save a game, but not when you attempt to load a game.

Control Summary



Default Gameplay Controls

Action	Control
Pause game/Access Options menu	**START**
Buy objects (when building rooms)	**SELECT**
Move cursor	D-Button
Lock/Unlock cursor	**R2**

Select first Pop-up icon	**L2**
Action button	✖
Toggle Building menu	■
Toggle Screens menu	●
Toggle Edit Mode	▲
Rotate items	**L1/R1**

Menu Controls

Highlight menu option	D-Button ↕
Change menu option (where applicable)	D-Button ↔
Activate menu option/Continue	✖
Exit menu/Go back	▲

Getting Started

This section details the procedure for starting a game and takes you through a tutorial of the first level of *Theme Hospital.*

The Main Menu

NEW GAME — Start a new game. See *Starting a New Game* on p. 5.

OPTIONS — Go to the Options panel (p. 11).

MEMORY CARD	Load a saved game. If your Memory Card is not formatted (i.e., you haven't saved a game), you cannot enter this screen.
PASSWORD	You can enter a password to go to a higher level. See *Winning and Losing* on p. 25.

Options Menu

VOLUME	D-Button ↔ to adjust the volume levels.
JOYPAD CONFIG	Select one of the three controller configurations.
TUTORIAL	Toggle the in-game tutorial ON/**OFF**.
SKILL	Adjusts the difficulty of the game.

Starting a New Game

When you start a new game from the Main menu, the Briefing screen appears.

- To scroll the briefing, D-Button ↕.
- To continue, press the Action button. The Game screen appears.

REPUTATION — Reputation is governed by the number of visitors, cures, and deaths. Your reputation is indicated by the arrow under the bar. Reputation may also appear as a number from 0–1000.

POP-UP ICONS — Pop-Up icons that provide you with information appear under these panels.

✚ Press the Select First Pop-up icon button to select the first icon.

❒ For more information, see *Pop-up Icons* on p. 23.

THE ADVISOR — The Advisor appears to offer hints and information.

THE INFO BAR — When your cursor is over something, this panel gives you information about it.

Tutorial

This tutorial takes you through the first level of *Theme Hospital.*

✚ To start the tutorial, go to the Options menu (accessible from the Main menu) and turn Tutorial ON. Then start a new game as normal.

Starting Your Hospital

Your hospital is closed for a month. After this, you can choose to open your hospital or delay for another month. After three months, your hospital automatically opens.

Reception Desk

The first things you need are a Reception Desk and a Receptionist. Without them, no Patients can come to your hospital.

1. First, press the Building menu button. The Reception Desk is in the Corridor Items menu.

2. Move the cursor to the topmost option and press the Action button once. Then move the cursor down to the Buy Items icon and press the Action button.
3. You are now holding a Reception Desk. Move the cursor around to position the desk and press the Rotate Item Left/Right buttons to rotate it. If the desk is in an invalid position it goes gray. When you have the desk in a suitable position, press the Action button.

Receptionist

1. Press the Building menu button again, move along to the Hire Staff icon and press the Action button.
2. On the left of the panel are four icons, each with a number. Each one these icons represents a different type of staff member. The number indicates how many are available for hire. Each month new staff members become available.
3. To hire a Receptionist, click on the Receptionist icon. To move between the different Receptionists, either press the Rotate Object Left/Right buttons or click on the arrow buttons at the bottom of the panel.
4. When you find a suitable Receptionist, either press the Building menu button or click on the hire icon.
5. When you exit the panel, you are holding the Receptionist. To place her, press the Action button.

GP's Office

1. Bring up the Building menu button and then bring up the Build Rooms menu. Move your cursor over to the Diagnosis icon and press the Action button. GP's Office now appears on the menu. Move the cursor to this and press the Action button.

2. First, you must lay out the blueprint of the room. This is the minimum size your room must be and you can place this blueprint anywhere by positioning it with the directional buttons and pressing the Action button. If the blueprint turns red, you cannot place it down.
3. Once you press the Action button, you can change the blueprint's position and size. With the cursor over the center of the blueprint, hold down the Action button and move the blueprint with the directional buttons. By holding down the Action button while over the edges of the blueprint, you can re-size it. When you are happy, press the Building menu button.

+ If you move the cursor around the edges of the blueprint, the door symbol appears on the walls. Press the Action button to place the door.
+ Place windows in the same way. To delete one, move the window cursor over it and press the Action button. When finished, press the Building menu button.

4. Finally, you need to place furniture in the room. All rooms have default furniture. The GP's Office has a Desk, a Filing Cabinet, and a Chair for the Patient. Place these in the same way you did the Reception Desk.
5. The Editing panel is now active. Go into Free Cursor mode to select the icons on the panel or press the Select button to go to the Room Items panel, or press the Screens menu button to edit the furniture. The Room Items panel allows you to buy extra furniture.
6. Once you are happy (and have placed the default furniture), press the Building menu button.

Hiring A Doctor

+ You need a Doctor to occupy the GP's Office. Follow the same procedure as hiring a Receptionist, but select the Doctor's list.
+ You can place the Doctor in the corridor or in the GP's Office. In the corridor, he walks around and only goes to the room if a Patient is waiting to be seen. If you place him in the room, he works there until he gets tired and goes to the Staff Room.

General Diagnosis

The next diagnosis room is the General Diagnosis Room. Follow the same procedure as for previous rooms.

Corridor Furniture

1. You can now make your Patients more comfortable. Place benches outside the GP's Office and the General Diagnosis Room.
2. Go to the Corridor Items menu in the Building menu. Move your cursor up to the Benches slot. Press the Action button to order about six Benches. Also order a Drinks Machine, Plants, and Radiators. Then move the cursor down to the Order Items icon and press the Action button.

❒ Place your items where you see fit. You don't buy an item until you place it—if you have placed enough, cancel the Corridor Items panel by pressing the Edit Mode button.

Pharmacy

As well as diagnosing your Patients, you need to cure them. The first cure room to build is a Pharmacy.

❒ The Pharmacy can be found under the Treatment heading of the Rooms menu. Hire a Nurse to work in it.

Staff Room and Toilets

A well-equipped Staff Room keeps your staff happier and more productive.

❒ Toilets provide relief for your Patients. If they can't get to a toilet in time, they go on the floor. Not ideal for a hospital environment.

Handymen

Handymen water the plants and clean up.

Psychiatric Room

This room can both diagnose and cure psychiatric Patients.

❒ Before you build one, you need a Doctor trained in Psychiatry. If you don't, Patients queue outside the room with no one to treat them. See the *Doctors* portion of the *Hire Staff Panel* section for more details.

Clinic

Special rooms in *Theme Hospital* cure specific diseases. They are found under the Clinics section of the Rooms panel. There is a disease on the first level which needs a special room to cure it.

Completing the Level

✚ If the queues for the GP's Office get too large, build another one. Consider a Ward to aid diagnosis.

❒ To check your progress, look at the Overview screen. See *The Overview Screen* on p. 17 for more information.

Playing the Game

This section describes the *Theme Hospital* in-game menus.

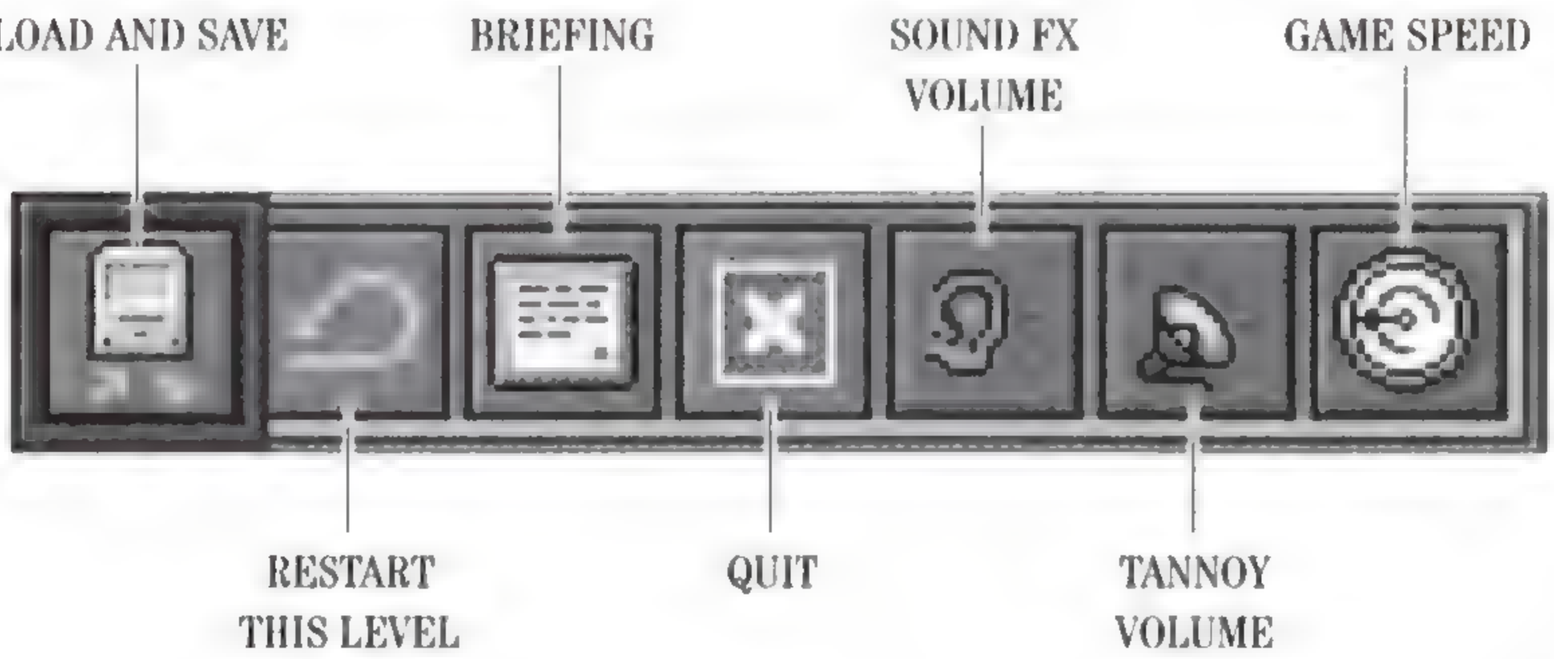
The Cursor

As the game begins, you get a syringe cursor. By default, the cursor is locked in the center of the screen.

✚ To move the screen, press the D-Button.

✚ To move the cursor around independently, press the Free Cursor button. To return to the locked cursor mode, press the Free Cursor button again.

The Options Panel

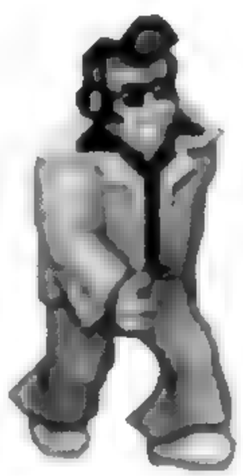


The Options panel appears when you press **START**. To choose an option, press the Action button.

LOAD AND SAVE — If you have a Memory Card, you can load a previous game or save your game. *Theme Hospital* requires two blocks to store a game.

✔ **NOTE: Never insert or remove a Memory Card when loading or saving files. If you are using an unformatted Memory Card, you must format it before you can save a game. To do this, save the game and then confirm the formatting when prompted.**

- To save a game, select a slot and press the Save button.
- To load a game, select the slot. A number with the level number of the save game appears. Press the Load button to continue and confirm the load.
- To delete a slot, press the Delete button, then confirm the deletion.
- To return to the game, press the Back button.



RESTART THIS LEVEL	Restart the current level.
BRIEFING	View a briefing.
QUIT	Quit the current game. Confirm before returning to the Main menu.
SOUND FX VOLUME	Select this option and use the Rotate Items buttons to adjust the volume.
TANNOY VOLUME	Select this option and use the Rotate Items buttons to adjust the speech volume.
GAME SPEED	Use the Rotate Items buttons to adjust.

The Building Menu

Press the Building menu button to toggle the Building menu. Press the Action button to choose an option.

The Rooms Menu

The rooms are grouped by their functions. To select one of the groups, move your cursor to the relevant icon and press the Action button. To select a room to build, move your cursor over the name and press the Action button. To build a room, refer to the Tutorial.

✚ To close the menu, press the Edit Mode button.

Diagnosis

The most important diagnosis room is the GP's Office. This is where the Patients go first and it is also where they are finally diagnosed. The other rooms aid the diagnosis process and make sure the Patient is fully diagnosed.

When a Patient arrives, he is 0% diagnosed. First, he goes to a GP's Office, where he is diagnosed a certain percentage depending on the Doctor's ability. If the Patient isn't diagnosed completely, he can visit other diagnosis rooms to boost this percentage. He can only visit each type of diagnosis room once.

After visiting a different diagnosis room, he returns to the GP's Office for assessment. If his diagnosis percentage is not 100%, he is sent for more diagnosis. If it is 100% or more then he is diagnosed with a disease and sent to be cured.

All diseases have to be diagnosed this way, even the obvious ones, because it isn't clear which strain of the disease the Patient has. If you do not have enough diagnosis rooms to diagnose the Patient, you are asked if you want to send him home or make him wait until you build more diagnosis rooms.

All diagnosis rooms need a Doctor except the Ward, which requires a Nurse.

Treatment

Some of the Treatment rooms can act as cure and diagnosis rooms.

- The Psychiatric Room is where Patients with suspected psychiatric diseases can be diagnosed and cured. You need a Doctor with a psychiatric qualification to work in this room.
- The Ward is a diagnosis room and also the resting room for those waiting for an operation. A Nurse is required to work here.
- The Pharmacy is where drugs are administered to cure certain diseases. A Nurse is required to work in this room.
- Not available on the first level is the Operating Theatre. This is where all operable diseases are cured. You need a Ward before you can build an Operating Theatre because all Patients must rest before their operations. You need two surgeon Doctors to work in it.

Clinics

These are the rooms that cure specific diseases. You generally need Doctors to work in these rooms.

Facilities

- ❒ A Staff Room enables your employees to rest. You can see how tired a member of staff is by moving the cursor over him. The red bar indicates tiredness and the white line indicates when they go to the Staff Room. You can alter the position of this white line on the Policy screen.
- ❒ Toilets provide necessary relief for your Patients.

The other two rooms, available later in the game, are the Research Room and the Training Room.

- ❒ The Research Room is where you research new clinics and diagnosis rooms. It also improves the effectiveness of your drugs. Place as many Doctors with a research qualification as you like in this room.
- ❒ The Training Room improves Doctors' skills and abilities. You must use a Consultant Doctor to teach, and only Juniors and GPs can improve. If a Consultant has a special skill, such as psychiatry, the Doctors being taught eventually gain this skill.

The Corridor Items Menu

Place items to make your Patients more comfortable. You need at least one Reception Desk, but all the other items are optional. Each item either makes your Patients happier or increases your revenue.

- ✚ To increase the number of items you want to buy, click on the name with the Action button. To decrease the number, click on the name with the Building menu button.
- ✚ To put down Corridor Items, refer to the Tutorial.

Edit Rooms/Corridor Items

Your cursor changes to a pair of scissors when you select this command. By placing the cursor over a room and pressing the Action button, you can change its layout.

- By placing the cursor over a corridor item and pressing the Action button, you can pick up that item and then place it down elsewhere.
- You can also toggle edit mode at any time by pressing the Edit Mode button.

Hire Staff

✚ To learn how to hire staff, refer to the Tutorial.

DOCTORS — A Doctor can be a Junior, a GP, or a Consultant and the seniority bar indicates this. The higher a Doctor's seniority, the better he is at diagnosis. Some Doctors have one or more symbols on the panel. This indicates a special skill:

- SCALPEL—A skilled surgeon who can work in the Operating Theatre.
- BLOT TEST BOOK—A psychiatrist who can work in a Psychiatry Room.
- LIGHT BULB—A researcher who can work in the Research Room.
- You can give Doctors new skills by training them in the Training Room provided the Consultant teaching them is proficient in that skill.

NURSES — Nurses work in the Wards and Pharmacy.

HANDYMEN — Handymen clean up litter, water plants, and repair machines.

RECEPTIONISTS — Receptionists direct Patients to their first rooms.

Radiator Temperature

Move the cursor to the increase or decrease buttons. The current temperature is shown between these icons and the cost of heating, dependent on the number of radiators and the temperature, is shown below.

- To exit the panel, click on the exit icon with the Action button or press the Edit Items button.

The Screens Menu

- To activate the Screens menu, press the Screens menu button. Use the D-Button to move through the icons.
- Press the Action button to select a screen to view. To cancel the menu, press the Screens menu button again.

The Research Screen

Once you have built a Research Room, this screen allows you to adjust the rate at which your Doctors research new discoveries.

CURE EQUIPMENT	Your Doctors research new clinics.
DIAGNOSIS EQUIPMENT	Your Doctors research new diagnosis rooms.
DRUG RESEARCH	Steadily improves the standard of your drug cures so that they cost less and cure all those Patients who have been completely diagnosed.
IMPROVEMENTS	Increases the Total Used Count of all your machines. This means your machines last longer without repairs and cost less.
SPECIALIZATION	Allows your Doctors to concentrate on a single cure that you set from the Casebook screen. See *Casebook Screen* on p. 18.

The Policy Screen

The Policy screen enables you to adjust the hospital policy towards Patients and staff. The first bar has two tabs to adjust and indicates the Patient leaving percentage. When a Patient has used all the diagnosis rooms, he asks what to do. The first tab allows you to automatically send a patient to be cured if he is above a certain diagnosis percentage. The second tab allows you to automatically send Patients home if he is below a certain diagnosis percentage.

The second bar adjusts the percentage at which a Patient is deemed diagnosed. By default, this is set at 100% but you can set it yourself so that it can be up to 200%. Remember that a Patient still needs to be diagnosed to at least 100% for the cure to be 100% effective.

The third bar allows you to set how tired your staff must be before they go to the Staff Room.

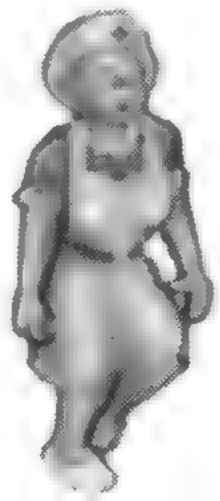
The Overview Screen

- To cycle through players, D-Button ↕.
- To exit the screen, press the Action button.

Below the list of the players is a bar chart. Each bar represents a win or lose criterion. Move between the bars by pressing the left and right directional buttons.

To the right of the player names is a pie chart. Each hospital receives a certain percentage of Theme World's population. This amount is determined by their reputation, the price of their cures and their ability to treat each disease. The pie chart displays the percentage each player is currently receiving.

Below the pie chart are three bars. The first bar is the average happiness of all the Patients in that player's hospital. The second bar indicates Patient thirst, and the last bar shows how hot or cold the Patients are.



The Staff Screen

Each line displays that member of staff's name, salary, happiness, tiredness, and ability level. The Edit Mode button gives that staff member a 10% bonus. The number next to the icon shows the amount of the bonus. The Building menu button gives that member of staff a 10% pay raise. The number next to the icon shows the amount of their new salary. By pressing the Screens menu button, you can fire them.

The Town Screen

The Town screen shows you a map of your hospital. From this screen, you can buy plots of land. The plots you currently own appear in blue on the map. Plots that are available to buy are red. You can only buy plots you have direct access to. Put the cursor over each plot to see its size and cost.

- To buy the plot, press the Building menu button.
- To exit the screen, press the Action button. Press the Edit Item button to exit and jump to that position in the hospital.

The Casebook

On the right-hand side of the screen is the list of cures and diagnosis rooms available. At the top left of the screen is your reputation for that item.

The price of each item changes independently of your actions but you can set a percentage of this price to charge your Patients. D-Button ↔ to change this percentage.

The next set of numbers tell you how many have recovered from that disease, how many have died from that disease, and how many with that disease you have turned away.

Under these statistics are a percentage and a number of symbols. The percentage only appears if the selected disease is cured by a drug and indicates its effectiveness:

The first symbol tells you what type of cure it is. If it is a bottle, then it is a drug cure. If it is a psychiatric cure, then it is a blot test book. If it is a machine cure then it is a metal cog. If it is an operable cure, then it is a scalpel. If it is none of these then it is just the default cross. The second symbol tells you whether the cure is available or not.

The last icon is called 'research' and only appears for a drug or machine cure. On the Research screen is a section called Specialization. This allows you to concentrate on a cure and research it faster. If you have a cure with this icon available and you have a Research Room, you can press the Screens menu button and assign the Specialization percentage to that cure.

The Bank Manager Screen

At the top of the screen is your Hospital Value (e.g., plots of land, rooms, furniture, etc.). Next is your balance. The next number is your current loan. To increase/decrease your loan, D-Button ‹ ›. The last number on the screen is the interest you pay per month on the loan.

The Bank Statement Screen

The Statement shows your cash flow.

The Game Panels

The Edit Items button is the shortcut button to quit from each panel.

The Staff Information Panel

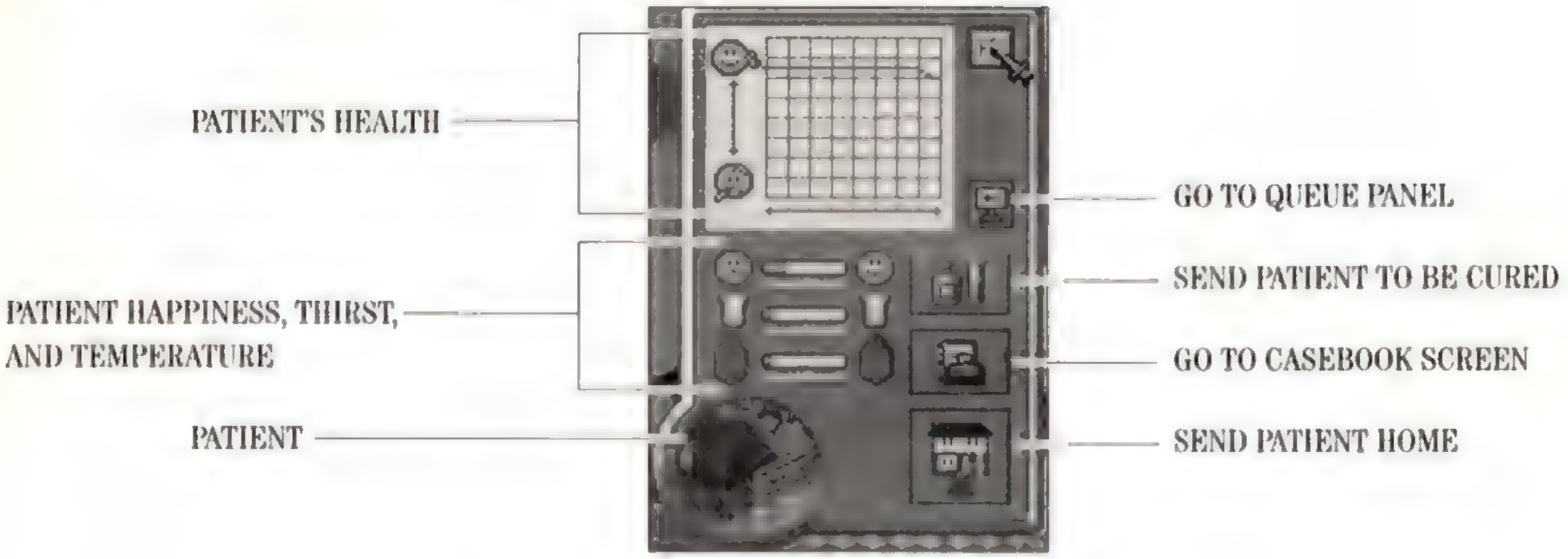
Moving your cursor over a member of staff and pressing the Action button brings up the Staff Information panel.

DOCTOR

HANDYMAN

- You can adjust the duties of a Handyman. To change his cleaning bias, move the cursor over the mop icon and press the Action button.
- To fire the member of staff, click on the fire icon with the Action button.
- To pick up the member of staff, click on the pick up icon with the Action button.
- To exit the panel, click on the exit icon at the top.

The Patient Information Panel



- Putting the cursor over the Patient window and pressing the Action button zooms to that Patient. Pressing the Building menu button cycles through every Patient with the same disease.

The following icons may not always appear, depending on what the Patient is doing.

- The first icon takes you to the Queue panel and shows you the queue for the room he is currently waiting for.
- The next icon allows you to bypass your Doctors and send the Patient straight for a cure.
- The third icon takes you to the Casebook screen and straight to the disease he has.
- The last icon sends a Patient home.

The Queue Panel

By moving your cursor over a room, you can see the Patients that are queuing for that room. Press the Action button to access the Queue panel.

The first number tells you how many Patients are expected at the room. These are Patients who have been sent to the room but who haven't joined the queue yet. The Visitor Count is the number of Patients who have visited that room. The Max Size is the number of Patients that can be in the queue at any one time and this can be adjusted.

Next is a visual representation of the queue. Placing your cursor over a Patient and holding down the Action button lets you drag him around the screen. If you drag him over the door icon on the panel and release the Action button, you move him to the front of the queue. Dropping him on the queue sign icon moves him to the back of the queue. You can also move a Patient from one queue to another by dragging him over the room you want him to go to and releasing the Action button.

The Editing Items Panel

The Editing Items panel appears when you are editing or placing down furniture in a room or a Corridor Item.

Under the icons is a list of the items you have ordered. You can cycle through the list by pressing the Select Pop-Up Icon button. You can also select the icons and names if you are in Free Cursor Mode.

If you are placing down room items there are two icons available—Buy Items and Edit Items. You can also press the Select button to buy more items and press the Screens menu button to pick up items already placed down.

The Machine Panel

If you move your cursor over a machine, information appears in the Info bar.

Machines get damaged each time they are used on a Patient. The first number is the Used Count and tells you how many times the machine has been used since it was last repaired. The second number on the Info bar is the Total Used Count and indicates how many times the machine can be used before it explodes. If it is used beyond the Total Used Count, it explodes, rendering the room useless and impossible to remove.

To combat this, your Handymen can repair them. They do it automatically, or you can tell them to—either drop him in the room or select the machine to bring up the Machine panel.

By clicking on the Repair Machine icon, you call a Handyman to repair it. Clicking on Replace Machine, buys a new one. Each time a machine is repaired, its Total Used Count decreases by one. If the Total Used Count drops to three or four, it must be constantly repaired. If you buy a new machine, the Total Used Count returns to normal.

Pop-up Icons

Pop-Up Icons appear under the Information panel. Once selected, these provide you with information and ask you to make decisions.

✚ Press the Select Pop-up Icon button to select the first icon.

DECISION	This icon appears when a Patient needs a decision about their treatment. The panel provides information; press the corresponding shape button to make your decision.
NEW DISEASE	This message informs you when a new disease is found.

RESIGNATION	When a member of staff threatens to resign, this icon appears. You can then fire them or give them a raise. If you don't answer the Pop-Up icon after a month, the member of staff leaves.
VIP	A VIP wants to visit. VIP's can increase your hospital's reputation.
NEWS	These provide reports and feedback after any major event.
EMERGENCIES	An emergency occurs when several Patients with the same disease arrive by helicopter and go straight to be cured. You must cure them all within a certain time to achieve the highest bonus.

Selecting the Emergency icon takes you to an information screen. If you think you cannot handle the disease, you can decline the Emergency and return to the game.

If you accept the Emergency, a timer appears telling you how long you have to cure most or all of the Patients. If there are no rooms to cure them, they leave and you fail the Emergency. If you manage to cure over three-quarters of the Patients within the countdown time, you get a large bonus. If you don't, you lose reputation.

Disasters

BOILER BREAKDOWNS	If you have lots of Radiators and not enough Handymen, the boiler breaks down. You can do nothing about it until it's fixed automatically.
EARTHQUAKES	You often get a small quake first which acts a warning. Earthquakes add to all your machine's Used Counts, possibly causing some to explode.
RATS	Rats appear in dirty hospitals.

Yearly Appraisal

The first screen is the Hall of Fame or the Hall of Shame, depending on how well you have been doing. Your salary is related to how well you are achieving the win criteria compared to the other computer players.

The second screen compares you to the other three computer players. With this screen, you can see, for example, the number of cures, the number of deaths, and everybody's salary.

View any awards you've won by pressing the Edit Mode button while on this screen. There are many types of awards, both good and bad, and some give you cash or reputation bonuses. D-Button ↕ to cycle through the awards.

✚ To return to the game, press the Action button.

Winning and Losing

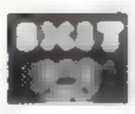
Your performance is judged every three months. If you have achieved all the win criteria you are offered a promotion to the next level. If any of the criteria drop below the minimum level, you lose the level.

If you win you can either go to the next level or continue your current hospital to gain a higher salary. You are given a password in the form of eight button presses. This can be entered at the Main menu to return you to the start of that level.

Patient Icons

There are a number of icons indicating a Patient's health when they are nearing death. The more the skull is revealed, the closer they are to dying.

EMERGENCY PATIENT



LEAVING

UNHAPPY

TOILET

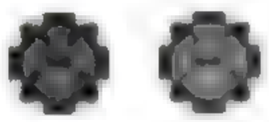
THIRSTY

CURED

IN A QUEUE: This icon appears when your cursor is over a door. All the Patients in the queue for that room have this icon over their heads.

WAITING FOR A DECISION: The Patient is waiting for you to make a decision about their treatment.

BONUS PATIENT: A Bonus Patient needs to be cured quickly otherwise he walks out to be cured elsewhere. If you cure them, you get a massive cash reward.



HOT AND COLD

RESIGNING

TIRED

MACHINE NEEDS REPAIRING

Credits

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